

THE HOPE LEAGUE

HOPE LEAGUE. DIVISION 1

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 THE MIGS	12	5	1	0	13	6	5	1	0	10	0	17	32
2 LEAMINGTON SPA	12	4	0	2	14	6	4	1	1	11	5	14	25
3 BRUTUS AWAKENS	12	4	2	0	10	1	2	2	2	6	5	10	22
4 HILL VALLEY	12	3	2	1	6	4	3	1	2	7	6	3	21
5 FULL THROTTLE FC	12	4	2	1	12	6	1	2	2	4	6	4	19
6 KESSEL RUNNERS	12	3	1	2	9	4	1	2	3	9	11	3	15
7 GALERIE BLEU FC	12	3	0	3	7	8	1	2	3	5	5	-1	14
8 JLR COMMANDOS	12	2	2	1	3	3	2	0	5	5	10	-5	14
9 DYSTOPIA IV	12	3	1	2	9	9	1	1	4	3	14	-11	14
10 SITH HAPPENS FC	12	1	0	5	3	9	2	3	1	6	5	-5	12
11 MEMORIAL PARK	12	2	3	1	11	10	1	0	5	8	15	-6	12
12 MOSEISLEY JAWAS	12	0	1	5	0	10	0	0	6	2	15	-23	1

HOPE LEAGUE. DIVISION 2

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 TUSKEN RAIDERS	12	4	2	0	15	3	2	3	1	8	1	19	23
2 CORELLA PIRATES	12	4	2	0	6	0	1	4	1	6	4	8	21
3 DARKSIDE ARTS	12	2	4	0	4	1	3	2	1	7	4	6	21
4 TON-EIGHTY FC	12	3	2	1	8	1	2	2	2	3	5	5	19
5 DYNAMO KASHYYYK	12	3	2	1	4	1	2	2	2	6	4	5	19
6 STAR COMMAND	12	3	2	1	6	5	1	3	2	2	3	0	17
7 CHERNOBYL	12	2	4	1	4	6	1	3	1	10	7	1	16
8 KA ROYALTY	12	2	2	2	13	10	0	4	2	3	8	-2	12
9 HAN SHOT FIRST	12	1	2	3	1	5	1	3	2	1	2	-5	11
10 HENLEY ROVERS	12	0	3	3	4	13	2	1	3	3	14	-20	10
11 GALACTIC STARS	12	1	4	1	2	1	0	2	4	0	7	-6	9
12 ATHLETICO SMITH	12	1	1	3	2	4	1	1	5	1	10	-11	8

HOPE LEAGUE. DIVISION 3

...TEAM NAME...	PL	W	D	L	F	A	W	D	L	F	A	Dif	Pts
1 GOBAITH FC	12	4	1	1	9	2	5	0	1	32	2	37	28
2 MANDALORE	12	5	1	0	21	4	3	3	0	7	2	22	28
3 PARK STREET	12	6	1	0	25	4	1	2	2	7	7	21	24
4 MARSHFIELD ROV	12	4	2	0	13	2	2	3	1	5	1	15	23
5 THE FORCE	12	3	0	3	4	5	3	3	0	9	0	8	21
6 HARROWBY UNITED	12	2	3	1	11	5	3	0	3	9	7	8	18
7 R.Y.L WOOLWICH	12	2	2	2	4	4	3	1	2	9	8	1	18
8 ANDRASSY AVENUE	12	3	0	3	11	7	2	1	3	9	11	2	16
9 PFC LUBOCRANETS	12	1	4	1	3	4	1	1	4	2	5	-4	11
10 STILE COMMON	12	1	1	3	2	14	1	2	4	2	13	-23	9
11 SEASIDE FC	12	0	1	5	0	27	0	1	5	2	31	-56	2
12 BEGGARS CANYON	12	0	1	5	0	15	0	0	6	0	16	-31	1

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Tel: 01322589895 or 07470 132611

Hope League - Session Nine

Season 12

Email:

ROUND-UP TIME

Only the **Spa** seem able to give chase to the runaway **Migs** as both **Brutus & Hill Valley** falter this session. Gotta say the league title trophy has Mr Sutton's name etched ever deeper into it.

Further done you have to say that five teams are in the battle to avoid the drop. **Jawas** are already down but three points covers the other five. Needs a run putting together boys.

Not so good at top of second where the top pair faltered this session allowing the rest to move close. Four points cover the positions from first to fifth and seems to be going down to the wire. Same at bottom of second where **Han Shot** had a good un to move off the bottom and out of the relegation zone. but still five in it with **Chernobyl** looking like they are sinking sinking sinking.

Gobaith & Mandalore are neck and neck now in the third, but both look rather like certainties to go up I feel. Bad session for Wadds as his **Woolwich** boys plunge down the table and out of contention I feel. **Park Street** continue their good form but inform **Marshfield** are moving into a dangerous position. Further down the table **Stile Common** continue their improvement. next season??

RESULTS ROUND-UP

TEMPERATURE: Cold

Week Twenty-five

DIVISION 1

LEAMINGTON SPA Flaherty 49 Wind: Light	1 : 0 GALERIE BLEU FC (H - 0.7) Att 51000* Pitch: Wet
FULL THROTTLE FC Pantheon 64,82 Pierre gasly 79	3 : 0 BRUTUS AWAKENS (A - 0.5) bkd - Jabba brutus (55) off - Wedge (15)

HAN SHOOT UPWARDS

bkd - Zhou guanyu (41) Wind: Light *Derby Game*	Att 36999 Pitch: Wet
KESSEL RUNNERS Ola 30,43 Att 39000* Pitch: Good	2 : 0 HILL VALLEY (H - 0.3) Inj - Ceta farr (1) Wind: Light
MOSEISLEY JAWAS Att 32814 Wind: Brisk Pitch: Muddy *Derby Game*	0 : 1 SITH HAPPENS FC (A - 1.7) Oldhim 28 bkd - Uzuri (31)/ Dorinthea (43)/ Echo (16)
MEMORIAL PARK Mc touerner 86 Plo koon 87 Pitch: Good	2 : 0 JLR COMMANDOS (A - 0.7) Att 36000* Wind: Light
DYSTOPIA IV bkd - Porthcawl (23) Att 29224 Wind: Light *Derby Game*	0 : 2 THE MIGS (A - 0.9) Van driver 26 Smelly kelly 48 Pitch: Frozen

DIVISION 2

HENLEY ROVERS Att 28653 Pitch: Good	0 : 0 STAR COMMAND (A - 0.7) Wind: Light
CHERNOBYL Plutonium 79 Att 36934 Wind: Light Pitch: Frozen	1 : 5 DYNAMO KASHYYYYK (A - 0.5) Sleepzzzevov 32,59 Blame 58,73 Legnica 76
TON-EIGHTY FC Att 29689 Pitch: Muddy	0 : 0 TUSKEN RAIDERS (A - 0.5) Wind: Calm
KA ROYALTY Att 26318 Pitch: Good	0 : 0 GALACTIC STARS (H - 0.1) Wind: Light
HAN SHOT FIRST Vitiate 22 Wind: Brisk	1 : 0 ATHLETICO SMITH (H - 0.7) Att 29784 Pitch: Muddy
DARKSIDE ARTS bkd - Pus (5) off - Dark helmet (11) Wind: Light *Derby Game*	0 : 0 CORELLA PIRATES (A - 0.3) bkd - Torres (55) Att 34001 Pitch: Frozen

DIVISION 3

THE FORCE Lviv 63 Scattergood 69 Pitch: Frozen	2 : 0 BEGGARS CANYON (H - 2) Att 27300 Wind: Light
PARK STREET D flawless 49 Marburg 66 Shavansky 69 Von blucher 81	4 : 1 R.Y.L WOOLWICH (H - 0.7) Greenhill 84 Att 29058* Wind: Light Pitch: Muddy
ANDRASSY AVENUE Att 23045 Wind: Light Pitch: Muddy	0 : 1 MARSHFIELD ROV (A - 0.9) Erling 84 bkd - Zelenski (34)
HARROWBY UNITED Wisniews 9,31 Litmus 27,66 Bartos 29 Marv berry 89	6 : 0 SEASIDE FC (H - 4.1) Att 19904 Wind: Light Pitch: Good
PFC LUBOCRANETS Att 25822 Pitch: Muddy	0 : 0 STILE COMMON (H - 0.7) Wind: Calm
MANDALORE Jawa 42 bkd - Plagueis (75) Inj - Chew teddi (1)	1 : 0 GOBAITH FC (H - 0.7) bkd - Poznan (14) off - Mc ashfordski (78) Att 34726

Wind: Light
Derby Game

Pitch: Muddy

Week Twenty-six

DIVISION 1

BRUTUS AWAKENS Morty skywalker 30,56 Jabba brutus 46 Wookie pickup 50	4 : 0	DYSTOPIA IV Att 33783* Wind: Calm Pitch: Muddy	(H - 1.5)
FULL THROTTLE FC Pierre gasly 5,76 Wind: Light	2 : 0	MEMORIAL PARK Att 28319 Pitch: Muddy	(H - 0.7)
SITH HAPPENS FC Att 38548 Wind: Calm Pitch: Wet	0 : 2	LEAMINGTON SPA Dixmier 2 Hanson 9	(A - 0.5)
THE MIGS Liquid len 12 Jelly belly 17 Senna 21 Wind: Light	3 : 2	KESSEL RUNNERS Groku 77 Dantooine 77 Att 30265 Pitch: Muddy	(H - 0.5)
GALERIE BLEU FC Darwin 78 Noergaard 83 bkd - Emin (43)	2 : 0	JLR COMMANDOS Att 34662* Wind: Light Pitch: Muddy	(A - 0.9)
HILL VALLEY Jaws 13 Wind: Light	1 : 0	MOSEISLEY JAWAS Att 45822 Pitch: Good	(H - 1.9)

DIVISION 2

DYNAMO KASHYYYYK Att 30760 Wind: Brisk	0 : 1	DARKSIDE ARTS Jensen 70(og) Pitch: Muddy	(H - 0.3)
CHERNOBYL Att 37109 Pitch: Frozen	0 : 0	HAN SHOT FIRST Wind: Brisk	(A - 0.3)
GALACTIC STARS Att 28643 Pitch: Good	0 : 0	HENLEY ROVERS Wind: Brisk	(H - 0.1)
CORELLA PIRATES Mandalore 65 Eadu 68 Pitch: Wet	2 : 0	TON-EIGHTY FC Att 30032 Wind: Calm	(H - 0.5)
STAR COMMAND Los porro 39 Wind: Light *Derby Game*	1 : 0	ATHLETICO SMITH Att 30853 Pitch: Good	(H - 0.5)
TUSKEN RAIDERS (c)megovern 26 Att 28266 Pitch: Wet	1 : 1	KA ROYALTY King rob lewis 73 Wind: Light	(H - 0.7)

DIVISION 3

R.Y.L WOOLWICH Att 27742 Wind: Light Pitch: Good	0 : 2	MANDALORE Shaun strang 28 Mincloon 39	(A - 1.1)
PARK STREET Von blucher 67 Att 29058* Pitch: Good	1 : 1	PFC LUBOCRANETS Mcarthy 5 Wind: Light	(H - 0.3)
SEASIDE FC Att 23421 Wind: Light Pitch: Wet	0 : 7	THE FORCE Mark 2,40,86 Golan 12,58 Lviv 30,52	(A - 3.7)
GOBAITH FC Bella 65,76 Cariad 76 Pitch: Muddy	3 : 0	ANDRASSY AVENUE Att 27457 Wind: Light	(H - 1.1)
BEGGARS CANYON Att 23572 Wind: Light	0 : 2	STILE COMMON Brora 6,11 Pitch: Muddy	(A - 1.3)

MARSHFIELD ROV Litmus 27(og) Kissler 78 bkd - Dokin (10)/ Erling (46) *Derby Game*	2 : 1	HARROWBY UNITED Bartosz 87 Att 24955 Wind: Light Pitch: Muddy	(H - 0.7)
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Week twenty-seven

THE HOPE LEAGUE CUP

Qaurter-final replay

SITH HAPPENS FC Echo 18 Att 37579 Pitch: Wet	1 : 2	BRUTUS AWAKENS Morty skywalker 35,63 Wind: Calm	(H - 0.7)
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HOPE FRIENDLIES

THURROCK(NL)	3 : 3	KESSEL RUNNERS	(H - 1.5)
GALERIE BLEU FC	0 : 3	AFC HAYES(NL)	(A - 3.5)
DIDCOT TOWN(NL)	5 : 1	HILL VALLEY	(H - 1.7)
ALTRINCHAM(NL)	5 : 0	PARK STREET	(H - 0.3)
MANDALORE	1 : 4	WROXHAM(NL)	(A - 2.5)
DROYLSDEN(NL)	3 : 2	THE FORCE	(H - 1.5)
SEASIDE FC	1 : 6	OXFORD CITY(NL)	(A - 3.9)
R.Y.L WOOLWICH	2 : 3	STAFFORD(NL)	(A - 1.9)
LEATHERHEAD(NL)	2 : 0	MEMORIAL PARK	(H - 0.1)
PFC LUBOCRANETS	3 : 3	LEEK TOWN(NL)	(A - 0.3)
HERNE BAY(NL)	6 : 2	STAR COMMAND	(H - 4.5)
MOSEISLEY JAWAS	1 : 3	ILFORD(NL)	(A - 4.3)
TRURO CITY(NL)	1 : 1	MARSHFIELD ROV	(A - 1.1)
STILE COMMON	0 : 1	TAMWORTH(NL)	(A - 0.4)
WHITBY TOWN(NL)	3 : 1	TUSKEN RAIDERS	(H - 1.1)
THE MIGS	1 : 5	ROMULUS(NL)	(A - 2.1)
MET POLICE(NL)	1 : 2	TON-EIGHTY FC	(-)
UXBRIDGE(NL)	2 : 0	ANDRASSY AVENUE	(A - 0.5)
TELFORD UTD(NL)	5 : 0	DYNAMO KASHYYYYK	(H - 3.1)
ENFIELD(NL)	2 : 3	ATHLETICO SMITH	(H - 3.1)
CHERNOBYL	1 : 4	WOKING(NL)	(A - 2.5)
CARSHALTON(NL)	0 : 3	CORELLA PIRATES	(A - 0.1)
DARKSIDE ARTS	2 : 2	SOUTHPORT(NL)	(A - 1.7)
ALFRETON TOWN(NL)	1 : 1	FULL THROTTLE FC	(H - 0.7)
BEGGARS CANYON	2 : 2	HEDNESFORD (NL)	(A - 1.9)
SUTTON UTD(NL)	5 : 0	DYSTOPIA IV	(H - 2.9)
GALACTIC STARS	2 : 2	WEYMOUTH(NL)	(A - 2.1)
MARGATE(NL)	3 : 1	HARROWBY UNITED	(H - 1.5)
STEVENAGE(NL)	6 : 2	HENLEY ROVERS	(H - 5.7)
RUNCORN(NL)	2 : 2	HAN SHOT FIRST	(A - 1.1)
KA ROYALTY	0 : 3	HASTINGS UTD(NL)	(A - 1.3)
NORTHWICH(NL)	0 : 9	JLR COMMANDOS	(A - 3.7)
Inj - Hacks (6)			
GOBAITH FC	1 : 2	WELLING(NL) Inj - Darfield (2)	(A - 3.9)

WEATHER FORECAST

Temperature next session: Cold
Predicted wind speed next session: Gale

THE HOPE LEAGUE CUP

Semir-final

(To be played on session 12 neutral grounds with replays)

Kessel Runners v JLR Commandos

The Migs v Brutus Awakens

THE HOPE CUP

3rd Round

(To be played on Session Ten)

Darkside Arts v Dystopia IV

Leamington Spa v Han Shot First

Memorial Park v Kessel Runners

JLR Commandos v Tusken Raiders

KESSEL & JLR in the running for a double but clash in the League Cup semis

CHAMPIONS TROPHY

For the first season (might expand it in future years, the format will be a straight two leg KO competition)

First round on S4 \$ 6

Semifinals on S9 & 11

Final one leg on S13



**TOP MAN
BALLY**

STATISTICS PAGE

LEADING SCORERS

DIVISION 1

1	VAN DRIVER	THE MIGS	13
2	HANSON	LEAMINGTON SPA	11
3	PLO KOON	MEMORIAL PARK	9
4	OLA	KESSEL RUNNERS	8
5	DANTOOINE	KESSEL RUNNERS	8
6	PANTHEON	FULL THROTTLE FC	7
7	DISCOTRAXX	HILL VALLEY	6
8	LIQUID LEN	THE MIGS	6

DIVISION 2

1	KONG	TUSKEN RAIDERS	8
2	BOSTON	KA ROYALTY	8
3	ZLATAN BINKS	TUSKEN RAIDERS	7
4	C3PO	TON-EIGHTY FC	7
5	BETA BLOCKER	STAR COMMAND	6
6	CHRIS CRUMB	DARKSIDE ARTS	5
7	ARAKNI	CHERNOBYL	5
8	SALAMANCA	ATHLETICO SMITH	5

DIVISION 3

1	MARBURG	PARK STREET	10
2	BELLA	GOBAITH FC	9
3	MC ASHFORDSKI	GOBAITH FC	9
4	CARIAD	GOBAITH FC	8
5	ROTHERFIELD	GOBAITH FC	8
6	VON BLUCHER	PARK STREET	8
7	PLAGUEIS	MANDALORE	7
8	SHAUN STRANG	MANDALORE	6

PRIVATE DEALS

FULL THROTTLE FC sold FELIPE MASSA (18-2 FW) {P/S} {APP} to R.Y.L WOOLWICH for 225K

MANDALORE sold BO TOMATO (18-2 MF) {APP} to FULL THROTTLE FC for 120K

KESSEL RUNNERS sold C-3PO (18-5 FW) {P/S} {SBY} to THE FORCE for 250K

THE FORCE sold SOLO (18-5 FW) {SBY} to KESSEL RUNNERS for 0K

All deals completed successfully!

Consec. Away Defeats

Moseisley Jawas	7 games
Beggars Canyon	7 games
Memorial Park	5 games
Athletico Smith	5 games
Jlr Commandos	4 games
Dystopia Iv	4 games

THE ROLE OF SHAME

The following players are all suspended next session for the number of games shown besides their name :- WEDGE [1] (BRUTUS AWAKENS) / DARK HELMET [1] (DARKSIDE ARTS) / MC ASHFORDSKI [3] (GOBAITH FC) /

MANAGERIAL RATINGS - MPS

TOP

GALACTIC STARS - 0

ANDRASSY AVENUE - 0

SEASIDE FC - 4

BOTTOM

GALERIE BLEU FC - 66

MANDALORE - 68

GOBAITH FC - 70

MANAGERIAL RATINGS - APPS

TOP

BRUTUS AWAKENS - 0

JLR COMMANDOS - 0

FULL THROTTLE FC - 0

BOTTOM

GALACTIC STARS - 64

CHERNOBYL - 64

LEAMINGTON SPA - 64

MANAGERIAL RATINGS - YOUTH

TOP

HAN SHOT FIRST - 0

HARROWBY UNITED - 1

PARK STREET - 2

BOTTOM

BEGGARS CANYON - 33

R.Y.L WOOLWICH - 34

HILL VALLEY - 35

Since An Away Defeat

The Force	9 games
Mandalore	7 games
The Migs	6 games

AUCTION PAGE

AUCTION RESULTS

POS	STATS	NAME	CLUB	FEE	NO	NHIGH
1) SW	18-11	AJAX	(STILE COMMON)	1121K	11	1109K
2) DF	18-10	ZUIDERZEE	(PARK STREET)	589K	9	523K
3) MF	18-9	SHAE VIZLA	(HAN SHOT FIRST)	817K	11	806K
4) FW	18-8	VAN KAMPSKI	(PFC LUBOCRANETS)	671K	8	489K
5) UT	18-7	VOLENDAM	(STILE COMMON)	626K	9	381K

All players not shown were unsold.

ROLLING AUCTION FOR SESSION TEN

<u>NO</u>	<u>POS</u>	<u>AGE/SK</u>	<u>CAT</u>	<u>TYPE</u>	<u>COMMENTS</u>
1)	Change an unqual APP into a SBY				
2)	MF	18-2	S	APP	Nagakawa of Ton-eighty Fc {RES 120k - 42% BW/ 59% CR}

OUT-OF-CONTRACT PLAYERS

3)	DF	19-10	S	-	Atat of Dystopia Iv {RES 500k - 79% BW/ 44%
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Please note that from now onwards it is illegal to sell any player and then buy him back in the next three session FOR ANY REASON WHATSOEVER. If you do that playing will be banned for life and you will lose him

ROLLING AUCTION LEVELS

The following are the minimum levels relating to each session for entering players into the rolling auction:-

<u>SESSIONS</u>	<u>MIN LEVEL</u>
1 to 3	5
4 to 5	6
6 to 8	7
9 to 10	8
11+	9

These are also the same levels which decide whether a player will go straight to N/L when out of contract rather than being put into the auction

THE KICKABOUT COMMUNITY

EMAIL CHAT LIST - yes, you can subscribe to our email discussion group. There is a list for general Kickabout topics, a list for each individual league, one for the vulcano, one for teampick subscribers, even one for the weekend players. Learn more about the game, talk to other players and the Gm. To subscribe to the main list send a blank email to KA-kickabout+subscribe@groups.io. For others you do the same except put the league, name with Ka- in front of +subscribe.

One thing to note about subscribing to the list, we post a regular schedule of where every league is in the processing schedule, when it is sent out, when the latest return-by-date is. This is of great help and if you have email you should really be receiving this.

MARKING UPDATE

We have worked out a system to check on anybody who is using last season's marking numbers for the current season. Basically the program will save a list of all valid marking successes each session and if somebody cries foul, that he has been marked by somebody who hasn't scouted him, we can check and say yea or nay.



So from now onwards if you use last season's numbers then you will be found out AND if guilty the result of the game will either be reversed or decided against you.

MUTTERINGS AND MEANDERINGS OF THE KA MIND

There has been chat about the usefulness of the FWS player type. Some don't seem to realise his attributes. Personally I would always have a FWS in my side. Why. Well if he gets a shot then it has more chance of beating the opposing keeper than does any other player type. He also acts like a star in gaining you extra shots at times. Finally he can play in any position without loss of levels and without little loss of his effectiveness. Personally I always play him in midfield, especially if he is a star. Hoping that somebody will play offside which will double his leathaliity. FWS are king

FORTHCOMING KA WEEKENDS

Spring 2025 Back To Norwich

Main house accomodation already booked for this)

Tommo McTomface, Geraldo, Jens & Seamus Are First Dogs In
dates 9th-11th of May

Craig is happy to plan another Glasgow weekend in October 2025
dates 9th-12th October

And Bo has offered to host us all at his place in Odense during the spring of 2026

Looking for somewhere new after that and Sheffield is in the frame

Kickabout will be forty years old in 2027, so perhaps somewhere special could be planned for
then?

KA becomes 40 years old in 2027, perhaps something special to be arranged?



SOMETHING FOR EVERYBODY TO REMEMBER

It seems that even old stagers of the game still can't work out what order games are to be played in. SO emblazon the following on your minds please

ORDER OF MATCHES IS

LEAGUE GAME ONE

LEAGUE GAME TWO (which is where any re-arranged maxcth should go)

ALL CUP GAMES (including Cup/Bowl/ Trophy where the latter is always last if you have a Bowl or cup game as well)

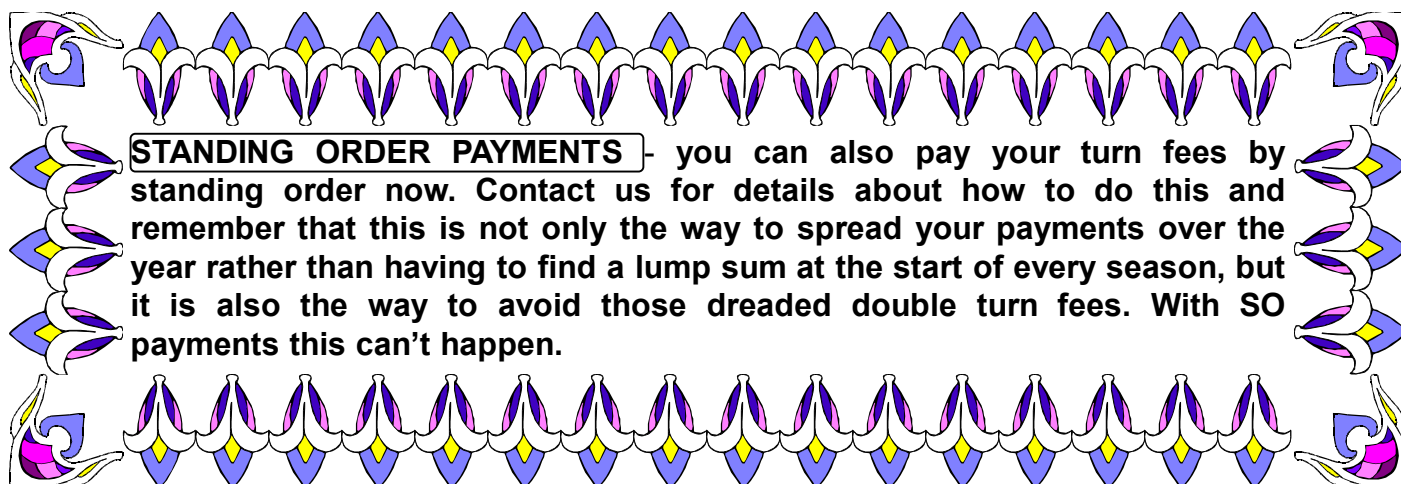
LEAGUE CUP GAMES

EURO GAMES

FRIENDLIES

(If you look at teampick you will see that you CAN edit your fixtures as well to tell the program what games you are playing this session and it will put them in the correct order, OK)

NB In teampick trophy games come after League Cup it appears. Please realise that they don't. In the fullness of time the tempick maestro will change this



STANDING ORDER PAYMENTS - you can also pay your turn fees by standing order now. Contact us for details about how to do this and remember that this is not only the way to spread your payments over the year rather than having to find a lump sum at the start of every season, but it is also the way to avoid those dreaded double turn fees. With SO payments this can't happen.

CREDIT CARD PAYMENTS

Can be made to us using the **PAYPAL** service. So if you want to pay anything by credit card then you could register with them and give it a try. Also note that if you send your payments as a gift ALL of the cash reaches us without any paypal fees being charged at our end and all is credited to your account.

You can pay by card/paypal through our new web-site

kickaboutonline.co.uk

Payments can now be made via paypal on our either of our email addresses.

SEASON THIRTY DETAILS

This season we will be using the normal snail-mail league schedule, thus there is a league game every session except for S1, 6,9,11,12 & 15 when there will be two league games.

The Cup

S2 1st round (bottom eight teams from last season)

S4 2nd round (4 winners plus thirty-two byes from 1st round)

S7 3rd round

S10 Quarter-finals

S14 SF

S16 final

Replays are always in the following session extra time and penalties to decide.

The League Cup

See front page for fixture schedule

The two group winners with the lowest points total will play off on session six

S8 Quarter-finals

S12 Semi-finals

S14 Final

One game. If drawn there will be replays on the following sessions (inc final)

THE TROPHY

This will consist of twenty teams. All the third division along with the bottom eight of the second division as at the end of S10

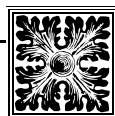
1st round is on S11 - bottom eight in division three play off (no replays)

2nd round is on S12 - sixteen teams (no replays)

3rd round is on S13 - eight teams (no replays)

Semi-finals are on S14 - (no replays)

and so Final is on S15 with no replay



MARKING INFO - Tim Dodge has put together a clever little program that allows shomatch subscribers to gather all the international squads together each session so that you can use that info to get marking info. Shomatch/ teampick subscribers get a file sent out a file with all the int squads listed and this program pulls them all together. Makes it easier than ploughing through back

New 2014 version now available at
<http://dodge.me.uk/markinfoexe>

**NEW
LINK**



CONTRACTS UPDATE

We have listened to the moaners who in contract negotiations have lost very good players cos they cannot get them to agree to a new contract. Galling to see their prized possession in the expired section of the autumn. Ok you will no doubt get some recompense for him, but the reserve bid is always painfully low and you never never know who might snaffle his arse with a cheeky bid do you.

So from now onwards if your prized player is on the last week of his contract

AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

Then there is a wage that if offered he will ALWAYS accept.

This has to be calculated by you (Oh shite!!)

The formula is as follows :

3 X basic wage where the basic wage = player level X PS Bonus X Div Bonus X POS Bonus X Type bonus

player level is obvious

P/S bonus increase the basic wage by 20%

Div Bonus - 125% for div 1/ 110% for div2 / 100% for divs 3/ 75% for div 4

Pos bonus refers to STARS/FUT/SBY which require 50% uplift

Type bonus is equal to the players expected wage rates , ie MF/A/D x3 - **Df/A X 2 / UT/WG/FWS x1.5** / GK SW X 2/ FW/MF/DF X 1

AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

as an example a DIV ONE 20/12 PS MF/A/D STAR would require a wage offer of **OVER** basic wage (81K) X 3 to accept unconditionally , i.e. 243K+ per week

or a 20-10 DIV THREE S DF/A would require a wage offer of **OVER** basic wage(20K) X 3, i.e. 60K+

On the last week of the contract there is no optimum length of contract though we suggest you opt for four weeks so you have time to bid again

I REPEAT - AND THIS ONLY RELATES TO THE LAST WEEK OF HIS CONTRACT PLEASE NOTE

One last change to note as well. In future at whatever stage of the contract negotiation you are at with a player, the min he will now accept is one third of his basic wage

so in the MF/A/D example a bid under 27K+ will be rejected, the DF/A minimum is 6.66K+

the shakespeare league

The Shokie is nice league which hasn't really got a super team, so competitive indeed. However, for some reason it has been leaking players and now is in the position that it needs a fresh infusion of new blood. I have a fix for this and that is to inject some 36-1 clubs into division four.

STARTING OUT TIPS

If you are lucky you may have a couple of million in the Bank but that won't be enough to turn things around in a couple of sessions. You need to be committed to be in this for the long haul.

?Have a plan. Base your coaching on getting 2 SPS per session. If you get a few more along the way as the season progresses then great either cash them or coach an extra youth player. Aim to coach your APP's & SBY's to level 12's by seasons end. Better to have 3 17/18 yr old level 12's than 5 level 8's.

?Clear out the 24-4's etc. to get them off the wage bill as they will be on relatively high wages. Either sell them to other managers at below NL price (you will still benefit vs selling to NL due to wages). If you can't get a buyer then hold on to them and run their contract down before selling to NL by session 10 _ sales to NL go to half price after that.

?Play 2 APPS or a SBY every game unless you have a realistic chance of winning but try to win your derby games. Keep your MP's for derby games, matches against fellow strugglers and for (hopefully) a bit of a run in the Bowl.

?Build up your cash balance. Keep building this until you have at least circa £8m. Try to pick up bargains (below NL value) from the auction so you can then sell them on at a profit.

?Invest money in youth. Don't rely on this producing multiple MF specialists, unless your name is Morten. What you will hopefully get is a few FUT's which you can coach at 0.5 SP per level or sell for cash. This is a good way of increasing your teams' skill level quickly.

?Choose a category for the team and aim to get all the players of the same category (P, S or P/S). Having a power team is easier to build up quickly as there are more of them, there are plenty of 95 BW's around and are cheap to buy. However, longer term you will need to change the category of them team as power teams don't become super teams.

?If you have players that don't match your chosen category look to trade them for another player who is. It is rare your team will be full of P/S players so if you have any it may be best to move them on to build up your cash balance or trade for another player.

?Look to get a good quality GK and SW. You may not win many matches but two level 12's at the back could bring in some extra SP's through 0-0 draws.

?Don't coach anyone over the age of 18 unless there is a really good reason to do so e.g. 23-10 MF specialist.

?You need a captain so you can afford one player over the age of 19 _ hopefully your captain will star or get rejuvenated.

?Within 2 seasons you should have a team full of level 12's and a decent cash balance as a solid platform to start your ascent to being the next KA super team.

Good luck!